#include <iostream>

using namespace std;

/\*void battle(char player[25],char enemy[25],char playerweapon[25],char playeritem1[25] , int playerlv=0 , int playerhp=0 , int playerdef=0 , int playerdmg=0 , int playerhpr=0 , int playeritem1amount=0 , int enemylv=0 , int enemyhp=0 , int enemydef=0 , int enemydmg=0 , int enemyhpr=0)

{

int chc=0,turn=0;

do

{

turn=turn+1;

cout<<"===[ Turn "<<turn<<" ]=================================================================="<<endl;

cout<<"An enemy encounter: "<<enemy<<" lv "<<enemylv<<" has "<<enemyhp<<" hp"<<endl

<<"Does "<<player<<" lv "<<playerlv<<"\n[1]Attack with "<<playerweapon<<"\n[2]Use Item "<< playeritem1 <<" x "<< playeritem1amount <<endl

<<"note that "<<player<<" has "<<playerhp<<" hp"<<endl;

cout<<"Choice:";

cin>> chc ;

if (chc==1)

{

cout << "[1]Attack with "<<playerweapon<< endl;

srand((unsigned)time(0));

int rnum = (rand()%10) + 1;

playerdmg = rnum + playerlv - enemydef - enemylv;

cout <<player<<" deal "<<playerdmg<<" dmg"<<endl;

enemyhp=enemyhp-playerdmg;

cout<<enemy<<" got "<<enemyhp<<" hp left"<<endl;

}

if (chc==2 & playeritem1amount<1 )

{

cout << "[2]Use Item "<<playeritem1<< endl;

cout<<"You dont have it to use it"<<endl;

}

if (chc==2 & playeritem1amount>=1 )

{

cout << "[2]Use Item "<<playeritem1<< endl;

playerhp=playerhp+11;

playeritem1amount=playeritem1amount-1;

cout<<"You used the item +"<<playerhpr<<" hp"<<endl;

}

if (enemyhp>0){

cout<<enemy<<"Attacks!"<<endl;

srand((unsigned)time(0));

int rnum = (rand()%10) + 1;

enemydmg = rnum + enemylv - playerdef - playerlv;

cout <<enemy<<" deals "<<enemydmg<<" dmg"<<endl;

playerhp=playerhp-enemydmg;

cout<<player<<" got "<<playerhp<<" hp left"<<endl;

}

playerhp=playerhp-1;

}while (enemyhp>0 & playerhp>0);

if (enemyhp<=0){

cout<<player<<" Came Victorious!"<<endl;

}

if (playerhp<=0){

cout<<player<<" Got Defeated!"<<endl;

}

}\*/

int main()

{

cout<<"\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*"<<endl

<<" ╔══════════════════════╗ "<<endl

<<" ─══╬══─ WOODEN SWORD ─══╬══─ "<<endl

<<" ╚══════════════════════╝ "<<endl

<<" ~ A Traditional Medieval Text Adventure Game "<<endl

<<"\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*"<<endl

<<endl;

int playerlv=0,playerhp=0,playerdef=0,playerdmg=0,playerhpr=0,playeritem1amount=0; //player

playerlv=1+playerlv;

playerhp=playerhp+9+playerlv;

cout<<"===[ Prologue ]================================================================="<<endl;

char player[25];

cout<<"Your name is?"<<endl;

cin>> player ;

cout<<"You are "<<player<<" and start as a ..."<<endl;

int chc=0;

do{

cout<<"[1]Farmer:Expirienced in the out doors but not specialized in any thing\n+level up fast"<<endl

<<"[2]Lumberjack:A strong individual proficient in using heavy weapons such as an axe\n+1dmg +1hp total +1dmg blocked"<<endl

<<"[3]Hunter:A person Skilled in archery and materials gathering in the wild\n+3dmg"<<endl

<<"[4]Scholar in medicine:An aspiring Doctor all ready knowing how to treat a small wound\n+1hp using heal items"<<endl;

cout<<"Enter choice:";

cin>>chc;

if(chc==1){

playerlv=playerlv+1;

cout<<"You are "<<player<<" a Farmer"<<endl;

}

if(chc==2){

playerdmg=playerdmg+1;

playerhp=playerhp+1;

playerdef=playerdef+1;

cout<<"You are "<<player<<" a Lumberjack"<<endl;

}

if(chc==3){

playerdmg=playerdmg+3;

cout<<"You are "<<player<<" a Hunter"<<endl;

}

if(chc==4){

playerhpr=playerhpr+1;

cout<<"You are "<<player<<" a Scholar in medicine"<<endl;

}

}while ( chc>0 & chc>4);

cout<<"===[ Chapter 1 ]================================================================"<<endl;

cout<<"The Roman Empier has taken over "<<player<<"'s small village with out much of a fight,"<<endl

<<player<<" got enslaved and has to fight for his freedom in the Coliseu of Rome."<<endl

<<"Now you wake up in the underground dungeons of the coliseum.\nA gaurd brings you to the arena for"

<<"the first Fight aginst a Gray Wolf ,\nyou have to defeat him with whatever item your given.";

playeritem1amount=playeritem1amount+1;

cout<<"Your given a Bronze Dager and 1 Bandage"<<endl;

int enemylv=0,enemyhp=0,enemydef=0,enemydmg=0,enemyhpr=0; //enemy

enemylv=1+enemylv;

enemyhp=enemyhp+9+enemylv;

// enemydef=enemydef+1+enemylv;

{char enemy[25]="Gray Wolf ";

char playerweapon[25]="Bronze Dager";

char playeritem1[25]="Bandage";

int chc=0,turn=0;

do

{

turn=turn+1;

cout<<"===[ Turn "<<turn<<" ]=================================================================="<<endl;

cout<<"An enemy encounter: "<<enemy<<" lv "<<enemylv<<" has "<<enemyhp<<" hp"<<endl

<<"Does "<<player<<" lv "<<playerlv<<"\n[1]Attack with "<<playerweapon<<"\n[2]Use Item "<< playeritem1 <<" x "<< playeritem1amount <<endl

<<"note that "<<player<<" has "<<playerhp<<" hp"<<endl;

cout<<"Choice:";

cin>> chc ;

if (chc==1)

{

cout << "[1]Attack with "<<playerweapon<< endl;

srand((unsigned)time(0));

int rnum = (rand()%10) + 1;

playerdmg = rnum + playerlv - enemydef - enemylv;

cout <<player<<" deal "<<playerdmg<<" dmg"<<endl;

enemyhp=enemyhp-playerdmg;

cout<<enemy<<" got "<<enemyhp<<" hp left"<<endl;

}

if (chc==2 & playeritem1amount<1 )

{

cout << "[2]Use Item "<<playeritem1<< endl;

cout<<"You dont have it to use it"<<endl;

}

if (chc==2 & playeritem1amount>=1 )

{

cout << "[2]Use Item "<<playeritem1<< endl;

playerhp=playerhp+11;

playeritem1amount=playeritem1amount-1;

cout<<"You used the item +"<<playerhpr<<" hp"<<endl;

}

if (enemyhp>0){

cout<<enemy<<"Attacks!"<<endl;

srand((unsigned)time(0));

int rnum = (rand()%10) + 1;

enemydmg = rnum + enemylv - playerdef - playerlv;

cout <<enemy<<" deals "<<enemydmg<<" dmg"<<endl;

playerhp=playerhp-enemydmg;

cout<<player<<" got "<<playerhp<<" hp left"<<endl;

}

//playerhp=playerhp-1;

}while (enemyhp>0 & playerhp>0);

if (enemyhp<=0){

cout<<player<<" came Victorious!"<<endl;

}

if (playerhp<=0){

cout<<player<<" Got Defeated!"<<endl;

}

}

if (playerhp>0){

cout<<"===[ Chapter 2 ]================================================================"<<endl;

cout<<"After a few days "<<player<<" has recovered after the fight and now is forced to fight again."

<<"\nYour given a Bronze Spear and 5 Bandage for your next fight aginst a Brown Bear."<<endl;

playeritem1amount=playeritem1amount+1;

playerlv=playerlv+1;

// playerdef=playerdef+playerlv;

enemylv=1+enemylv;

playerhp=playerhp+9+playerlv;

enemyhp=enemyhp+9+enemylv;

// enemydef=enemydef+enemylv;

{char enemy[25]="Brown Bear ";

char playerweapon[25]="Bronze Spear";

char playeritem1[25]="Bandage";

int chc=0,turn=0;

do

{

turn=turn+1;

cout<<"===[ Turn "<<turn<<" ]=================================================================="<<endl;

cout<<"An enemy encounter: "<<enemy<<" lv "<<enemylv<<" has "<<enemyhp<<" hp"<<endl

<<"Does "<<player<<" lv "<<playerlv<<"\n[1]Attack with "<<playerweapon<<"\n[2]Use Item "<< playeritem1 <<" x "<< playeritem1amount <<endl

<<"note that "<<player<<" has "<<playerhp<<" hp"<<endl;

cout<<"Choice:";

cin>> chc ;

if (chc==1)

{

cout << "[1]Attack with "<<playerweapon<< endl;

srand((unsigned)time(0));

int rnum = (rand()%10) + 1;

playerdmg = rnum + playerlv - enemydef - enemylv;

cout <<player<<" deal "<<playerdmg<<" dmg"<<endl;

enemyhp=enemyhp-playerdmg;

cout<<enemy<<" got "<<enemyhp<<" hp left"<<endl;

}

if (chc==2 & playeritem1amount<1 )

{

cout << "[2]Use Item "<<playeritem1<< endl;

cout<<"You dont have it to use it"<<endl;

}

if (chc==2 & playeritem1amount>=1 )

{

cout << "[2]Use Item "<<playeritem1<< endl;

playerhp=playerhp+11;

playeritem1amount=playeritem1amount-1;

cout<<"You used the item +"<<playerhpr<<" hp"<<endl;

}

if (enemyhp>0){

cout<<enemy<<"Attacks!"<<endl;

srand((unsigned)time(0));

int rnum = (rand()%10) + 1;

enemydmg = rnum + enemylv - playerdef - playerlv;

cout <<enemy<<" deals "<<enemydmg<<" dmg"<<endl;

playerhp=playerhp-enemydmg;

cout<<player<<" got "<<playerhp<<" hp left"<<endl;

}

//playerhp=playerhp-1;

}while (enemyhp>0 & playerhp>0);

if (enemyhp<=0){

cout<<player<<" came Victorious!"<<endl;

}

if (playerhp<=0){

cout<<player<<" Got Defeated!"<<endl;

}

} }

if (playerhp>0){

cout<<"===[ Chapter 3 ]================================================================"<<endl;

cout<<"After a few days "<<player<<" has recovered after the fight and now is forced to fight again."

<<"\nYour given a Bronze Dager again for your next fight aginst a Lion."<<endl;

playerlv=playerlv+1;

// playerdef=playerdef+playerlv;

enemylv=1+enemylv;

playerhp=playerhp+9+playerlv;

enemyhp=enemyhp+9+enemylv-10;

// enemydef=enemydef+enemylv;

{char enemy[25]="Lion ";

char playerweapon[25]="Bronze Dager";

char playeritem1[25]="Bandage";

int chc=0,turn=0;

do

{

turn=turn+1;

cout<<"===[ Turn "<<turn<<" ]=================================================================="<<endl;

cout<<"An enemy encounter: "<<enemy<<" lv "<<enemylv<<" has "<<enemyhp<<" hp"<<endl

<<"Does "<<player<<" lv "<<playerlv<<"\n[1]Attack with "<<playerweapon<<"\n[2]Use Item "<< playeritem1 <<" x "<< playeritem1amount <<endl

<<"note that "<<player<<" has "<<playerhp<<" hp"<<endl;

cout<<"Choice:";

cin>> chc ;

if (chc==1)

{

cout << "[1]Attack with "<<playerweapon<< endl;

srand((unsigned)time(0));

int rnum = (rand()%10) + 1;

playerdmg = rnum + playerlv - enemydef - enemylv;

cout <<player<<" deal "<<playerdmg<<" dmg"<<endl;

enemyhp=enemyhp-playerdmg;

cout<<enemy<<" got "<<enemyhp<<" hp left"<<endl;

}

if (chc==2 & playeritem1amount<1 )

{

cout << "[2]Use Item "<<playeritem1<< endl;

cout<<"You dont have it to use it"<<endl;

}

if (chc==2 & playeritem1amount>=1 )

{

cout << "[2]Use Item "<<playeritem1<< endl;

playerhp=playerhp+11;

playeritem1amount=playeritem1amount-1;

cout<<"You used the item +"<<playerhpr<<" hp"<<endl;

}

if (enemyhp>0){

cout<<enemy<<"Attacks!"<<endl;

srand((unsigned)time(0));

int rnum = (rand()%10) + 1;

enemydmg = rnum + enemylv - playerdef - playerlv;

cout <<enemy<<" deals "<<enemydmg<<" dmg"<<endl;

playerhp=playerhp-enemydmg;

cout<<player<<" got "<<playerhp<<" hp left"<<endl;

}

//playerhp=playerhp-1;

}while (enemyhp>0 & playerhp>0);

if (enemyhp<=0){

cout<<player<<" came Victorious!"<<endl;

}

if (playerhp<=0){

cout<<player<<" Got Defeated!"<<endl;

}

}}

if (playerhp>0){

cout<<"===[ Chapter 4 ]================================================================"<<endl;

cout<<"After a few days "<<player<<" has recovered after the fight and now is forced to fight again."

<<"\nYour given a Bronze Dager again for your next fight aginst a Gladiator."<<endl;

{char enemy[25]="Gladiator ";

char playerweapon[25]="Bronze Dager";

char playeritem1[25]="Bandage";

int chc=0,turn=0;

do

{

turn=turn+1;

cout<<"===[ Turn "<<turn<<" ]=================================================================="<<endl;

cout<<"An enemy encounter: "<<enemy<<" lv "<<enemylv<<" has "<<enemyhp<<" hp"<<endl

<<"Does "<<player<<" lv "<<playerlv<<"\n[1]Attack with "<<playerweapon<<"\n[2]Use Item "<< playeritem1 <<" x "<< playeritem1amount <<endl

<<"note that "<<player<<" has "<<playerhp<<" hp"<<endl;

cout<<"Choice:";

cin>> chc ;

if (chc==1)

{

cout << "[1]Attack with "<<playerweapon<< endl;

srand((unsigned)time(0));

int rnum = (rand()%10) + 1;

playerdmg = rnum + playerlv - enemydef - enemylv;

cout <<player<<" deal "<<playerdmg<<" dmg"<<endl;

enemyhp=enemyhp-playerdmg;

cout<<enemy<<" got "<<enemyhp<<" hp left"<<endl;

}

if (chc==2 & playeritem1amount<1 )

{

cout << "[2]Use Item "<<playeritem1<< endl;

cout<<"You dont have it to use it"<<endl;

}

if (chc==2 & playeritem1amount>=1 )

{

cout << "[2]Use Item "<<playeritem1<< endl;

playerhp=playerhp+11;

playeritem1amount=playeritem1amount-1;

cout<<"You used the item +"<<playerhpr<<" hp"<<endl;

}

if (enemyhp>0){

cout<<enemy<<"Attacks!"<<endl;

srand((unsigned)time(0));

int rnum = (rand()%10) + 1;

enemydmg = rnum + enemylv - playerdef - playerlv;

cout <<enemy<<" deals "<<enemydmg<<" dmg"<<endl;

playerhp=playerhp-enemydmg;

cout<<player<<" got "<<playerhp<<" hp left"<<endl;

}

//playerhp=playerhp-1;

}while (enemyhp>0 & playerhp>0);

if (enemyhp<=0){

cout<<player<<" came Victorious!"<<endl;

}

if (playerhp<=0){

cout<<player<<" Got Defeated!"<<endl;

}

}}

if (playerhp>0){

cout<<"===[ Chapter 5 ]================================================================"<<endl;

cout<<"After a few days "<<player<<" has recovered after the fight and now is forced to fight again."

<<"\nYour given a Bronze Dager again for your next fight aginst a Boar."<<endl;

{char enemy[25]="Boar ";

char playerweapon[25]="Bronze Dager";

char playeritem1[25]="Bandage";

int chc=0,turn=0;

do

{

turn=turn+1;

cout<<"===[ Turn "<<turn<<" ]=================================================================="<<endl;

cout<<"An enemy encounter: "<<enemy<<" lv "<<enemylv<<" has "<<enemyhp<<" hp"<<endl

<<"Does "<<player<<" lv "<<playerlv<<"\n[1]Attack with "<<playerweapon<<"\n[2]Use Item "<< playeritem1 <<" x "<< playeritem1amount <<endl

<<"note that "<<player<<" has "<<playerhp<<" hp"<<endl;

cout<<"Choice:";

cin>> chc ;

if (chc==1)

{

cout << "[1]Attack with "<<playerweapon<< endl;

srand((unsigned)time(0));

int rnum = (rand()%10) + 1;

playerdmg = rnum + playerlv - enemydef - enemylv;

cout <<player<<" deal "<<playerdmg<<" dmg"<<endl;

enemyhp=enemyhp-playerdmg;

cout<<enemy<<" got "<<enemyhp<<" hp left"<<endl;

}

if (chc==2 & playeritem1amount<1 )

{

cout << "[2]Use Item "<<playeritem1<< endl;

cout<<"You dont have it to use it"<<endl;

}

if (chc==2 & playeritem1amount>=1 )

{

cout << "[2]Use Item "<<playeritem1<< endl;

playerhp=playerhp+11;

playeritem1amount=playeritem1amount-1;

cout<<"You used the item +"<<playerhpr<<" hp"<<endl;

}

if (enemyhp>0){

cout<<enemy<<"Attacks!"<<endl;

srand((unsigned)time(0));

int rnum = (rand()%10) + 1;

enemydmg = rnum + enemylv - playerdef - playerlv;

cout <<enemy<<" deals "<<enemydmg<<" dmg"<<endl;

playerhp=playerhp-enemydmg;

cout<<player<<" got "<<playerhp<<" hp left"<<endl;

}

//playerhp=playerhp-1;

}while (enemyhp>0 & playerhp>0);

if (enemyhp<=0){

cout<<player<<" came Victorious!"<<endl;

}

if (playerhp<=0){

cout<<player<<" Got Defeated!"<<endl;

}

}}

if (playerhp>0){

cout<<"===[ Chapter 6 ]================================================================"<<endl;

cout<<"After a few days "<<player<<" has recovered after the fight and now is forced to fight again."

<<"\nYour given a Bronze Dager again for your next fight aginst the Interim Champion."<<endl;

playerlv=playerlv+1;

// playerdef=playerdef+playerlv;

enemylv=1+enemylv;

playerhp=playerhp+9+playerlv;

enemyhp=enemyhp+9+enemylv;

// enemydef=enemydef+enemylv;

{char enemy[25]="Interim Champion ";

char playerweapon[25]="Bronze Dager";

char playeritem1[25]="Bandage";

int chc=0,turn=0;

do

{

turn=turn+1;

cout<<"===[ Turn "<<turn<<" ]=================================================================="<<endl;

cout<<"An enemy encounter: "<<enemy<<" lv "<<enemylv<<" has "<<enemyhp<<" hp"<<endl

<<"Does "<<player<<" lv "<<playerlv<<"\n[1]Attack with "<<playerweapon<<"\n[2]Use Item "<< playeritem1 <<" x "<< playeritem1amount <<endl

<<"note that "<<player<<" has "<<playerhp<<" hp"<<endl;

cout<<"Choice:";

cin>> chc ;

if (chc==1)

{

cout << "[1]Attack with "<<playerweapon<< endl;

srand((unsigned)time(0));

int rnum = (rand()%10) + 1;

playerdmg = rnum + playerlv - enemydef - enemylv;

cout <<player<<" deal "<<playerdmg<<" dmg"<<endl;

enemyhp=enemyhp-playerdmg;

cout<<enemy<<" got "<<enemyhp<<" hp left"<<endl;

}

if (chc==2 & playeritem1amount<1 )

{

cout << "[2]Use Item "<<playeritem1<< endl;

cout<<"You dont have it to use it"<<endl;

}

if (chc==2 & playeritem1amount>=1 )

{

cout << "[2]Use Item "<<playeritem1<< endl;

playerhp=playerhp+11;

playeritem1amount=playeritem1amount-1;

cout<<"You used the item +"<<playerhpr<<" hp"<<endl;

}

if (enemyhp>0){

cout<<enemy<<"Attacks!"<<endl;

srand((unsigned)time(0));

int rnum = (rand()%10) + 1;

enemydmg = rnum + enemylv - playerdef - playerlv;

cout <<enemy<<" deals "<<enemydmg<<" dmg"<<endl;

playerhp=playerhp-enemydmg;

cout<<player<<" got "<<playerhp<<" hp left"<<endl;

}

//playerhp=playerhp-1;

}while (enemyhp>0 & playerhp>0);

if (enemyhp<=0){

cout<<player<<" came Victorious!"<<endl;

}

if (playerhp<=0){

cout<<player<<" Got Defeated!"<<endl;

}

}}

if (playerhp>0){

cout<<"===[ Chapter 7 ]================================================================"<<endl;

cout<<"After a few days "<<player<<" has recovered after the fight and now is forced to fight again."

<<"\nYour given a Bronze Dager again for your next fight aginst a White Lion."<<endl;

{char enemy[25]="White Lion ";

char playerweapon[25]="Bronze Dager";

char playeritem1[25]="Bandage";

int chc=0,turn=0;

do

{

turn=turn+1;

cout<<"===[ Turn "<<turn<<" ]=================================================================="<<endl;

cout<<"An enemy encounter: "<<enemy<<" lv "<<enemylv<<" has "<<enemyhp<<" hp"<<endl

<<"Does "<<player<<" lv "<<playerlv<<"\n[1]Attack with "<<playerweapon<<"\n[2]Use Item "<< playeritem1 <<" x "<< playeritem1amount <<endl

<<"note that "<<player<<" has "<<playerhp<<" hp"<<endl;

cout<<"Choice:";

cin>> chc ;

if (chc==1)

{

cout << "[1]Attack with "<<playerweapon<< endl;

srand((unsigned)time(0));

int rnum = (rand()%10) + 1;

playerdmg = rnum + playerlv - enemydef - enemylv;

cout <<player<<" deal "<<playerdmg<<" dmg"<<endl;

enemyhp=enemyhp-playerdmg;

cout<<enemy<<" got "<<enemyhp<<" hp left"<<endl;

}

if (chc==2 & playeritem1amount<1 )

{

cout << "[2]Use Item "<<playeritem1<< endl;

cout<<"You dont have it to use it"<<endl;

}

if (chc==2 & playeritem1amount>=1 )

{

cout << "[2]Use Item "<<playeritem1<< endl;

playerhp=playerhp+11;

playeritem1amount=playeritem1amount-1;

cout<<"You used the item +"<<playerhpr<<" hp"<<endl;

}

if (enemyhp>0){

cout<<enemy<<"Attacks!"<<endl;

srand((unsigned)time(0));

int rnum = (rand()%10) + 1;

enemydmg = rnum + enemylv - playerdef - playerlv;

cout <<enemy<<" deals "<<enemydmg<<" dmg"<<endl;

playerhp=playerhp-enemydmg;

cout<<player<<" got "<<playerhp<<" hp left"<<endl;

}

//playerhp=playerhp-1;

}while (enemyhp>0 & playerhp>0);

if (enemyhp<=0){

cout<<player<<" came Victorious!"<<endl;

}

if (playerhp<=0){

cout<<player<<" Got Defeated!"<<endl;

}

} }

if (playerhp>0){

cout<<"===[ Chapter 8 ]================================================================"<<endl;

cout<<"After a few days "<<player<<" has recovered after the fight and now is forced to fight again."

<<"\nYour given a Bronze Dager again for your next fight aginst the Gladiator Champion."<<endl;

playerlv=playerlv+1;

// playerdef=playerdef+playerlv;

enemylv=1+enemylv;

playerhp=playerhp+9+playerlv;

enemyhp=enemyhp+9+enemylv;

// enemydef=enemydef+enemylv;

{char enemy[25]="Gladiator Champion ";

char playerweapon[25]="Bronze Dager";

char playeritem1[25]="Bandage";

int chc=0,turn=0;

do

{

turn=turn+1;

cout<<"===[ Turn "<<turn<<" ]=================================================================="<<endl;

cout<<"An enemy encounter: "<<enemy<<" lv "<<enemylv<<" has "<<enemyhp<<" hp"<<endl

<<"Does "<<player<<" lv "<<playerlv<<"\n[1]Attack with "<<playerweapon<<"\n[2]Use Item "<< playeritem1 <<" x "<< playeritem1amount <<endl

<<"note that "<<player<<" has "<<playerhp<<" hp"<<endl;

cout<<"Choice:";

cin>> chc ;

if (chc==1)

{

cout << "[1]Attack with "<<playerweapon<< endl;

srand((unsigned)time(0));

int rnum = (rand()%10) + 1;

playerdmg = rnum + playerlv - enemydef - enemylv;

cout <<player<<" deal "<<playerdmg<<" dmg"<<endl;

enemyhp=enemyhp-playerdmg;

cout<<enemy<<" got "<<enemyhp<<" hp left"<<endl;

}

if (chc==2 & playeritem1amount<1 )

{

cout << "[2]Use Item "<<playeritem1<< endl;

cout<<"You dont have it to use it"<<endl;

}

if (chc==2 & playeritem1amount>=1 )

{

cout << "[2]Use Item "<<playeritem1<< endl;

playerhp=playerhp+11;

playeritem1amount=playeritem1amount-1;

cout<<"You used the item +"<<playerhpr<<" hp"<<endl;

}

if (enemyhp>0){

cout<<enemy<<"Attacks!"<<endl;

srand((unsigned)time(0));

int rnum = (rand()%10) + 1;

enemydmg = rnum + enemylv - playerdef - playerlv;

cout <<enemy<<" deals "<<enemydmg<<" dmg"<<endl;

playerhp=playerhp-enemydmg;

cout<<player<<" got "<<playerhp<<" hp left"<<endl;

}

//playerhp=playerhp-1;

}while (enemyhp>0 & playerhp>0);

if (enemyhp<=0){

cout<<player<<" came Victorious!"<<endl;

}

if (playerhp<=0){

cout<<player<<" Got Defeated!"<<endl;

}

}}

if (playerhp>0){

cout<<"===[ Chapter 9 ]================================================================"<<endl;

cout<<player<<" has become a champion and earned the WOODEN SWORD and his freedom."<<endl;

}

return 0;

}